

FIG. 1

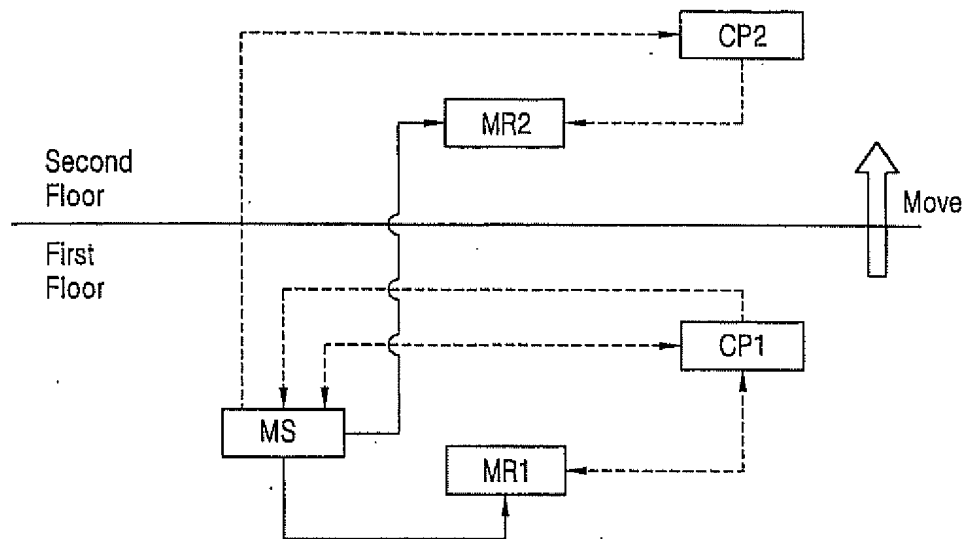


FIG. 2

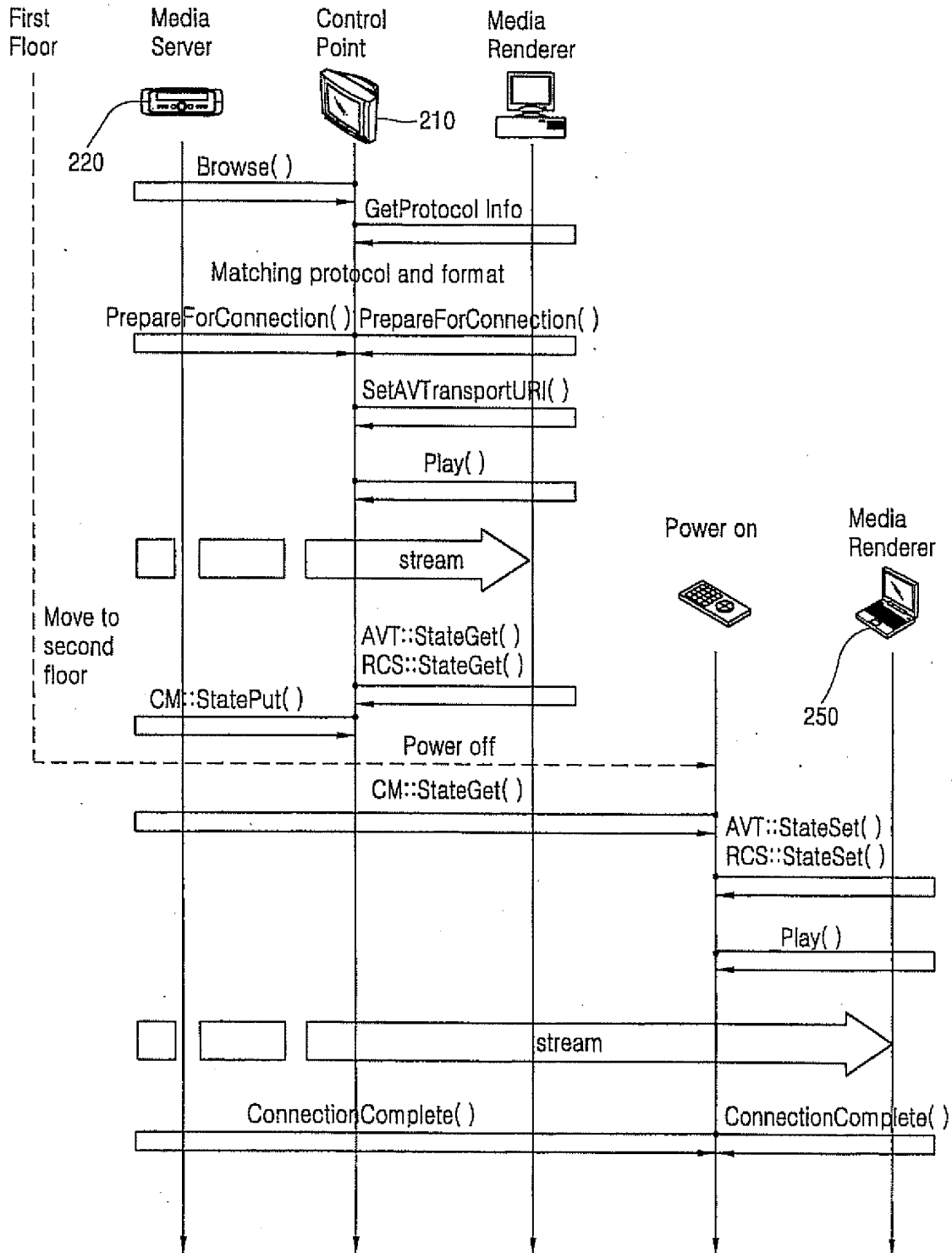
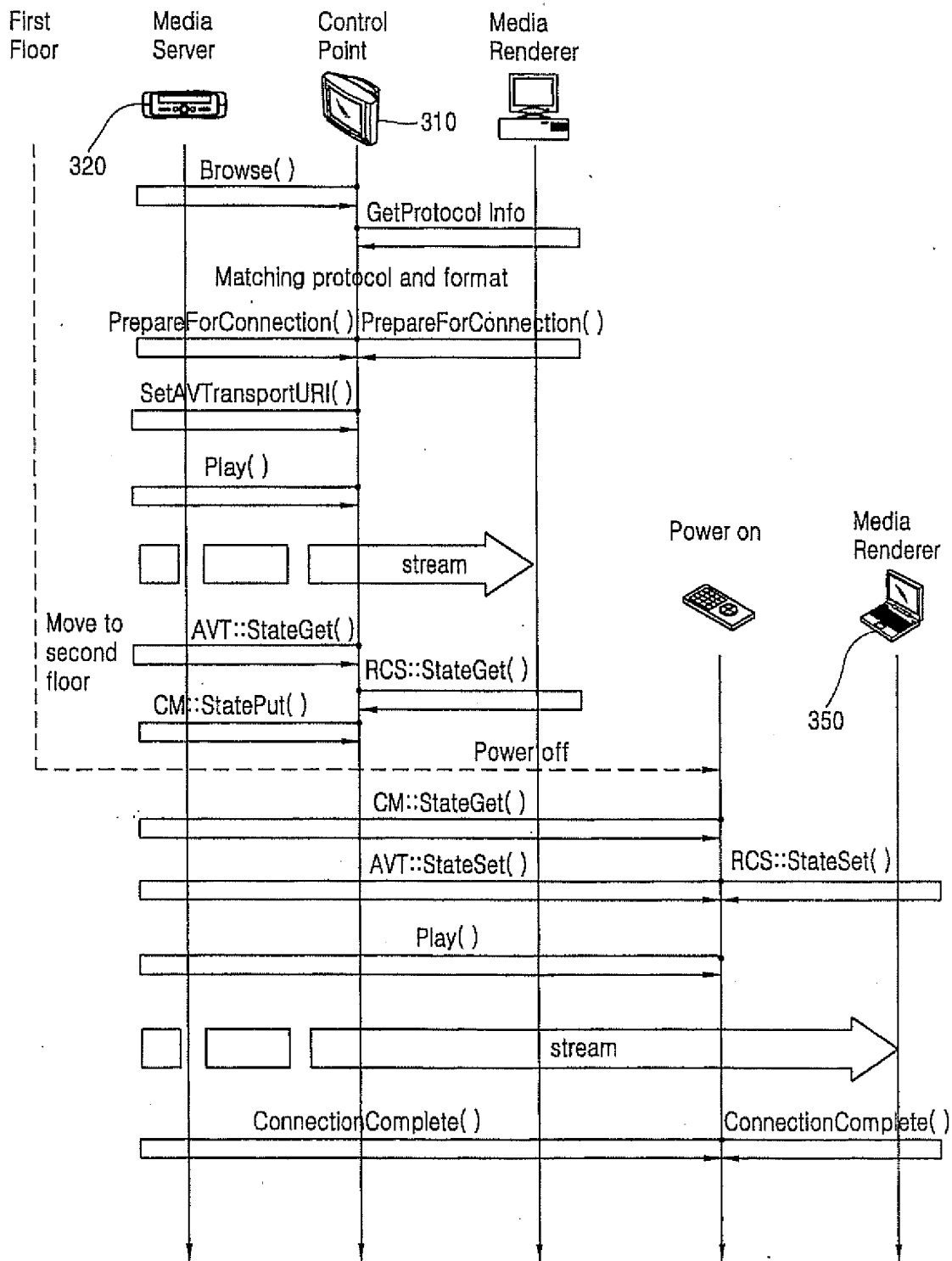


FIG. 3



## FIG. 4

Arguments for CM::StateGet

Argument	Direction	relatedStateVariable
ObjectID	IN	A ARG TYPE ObjectID
AVTransportState	OUT	CurrentStates
RenderingControlState	OUT	CurrentStates

## FIG. 5

Arguments for CM::StatePut

Argument	Direction	relatedStateVariable
ObjectID	IN	A ARG TYPE ObjectID
AVTransportState	IN	CurrentStates
RenderingControlState	IN	CurrentStates

## FIG. 6

Additional Stats variable for CM:StateGet, CM::Stateput

Variable Name	Req. or Opt. 1	Data Type	Allowed Value	Default Value	Eng. Units
A ARG TYPE ObjectID	O	string			
CurrentStates	O	string			

## FIG. 7

Arguments for AVT::StateGet

Argument	Direction	relatedStateVariable
ObjectID	IN	MulticastAddress
AVTransportState	OUT	CurrentStates

## FIG. 8

Arguments for AVT::StateSet

Argument	Direction	relatedStateVariable
AVTransportState	IN	MulticastAddress

## FIG. 9

Arguments for RCS::StateGet

Argument	Direction	relatedStateVariable
ObjectID	IN	MulticastAddress
RenderingControlState	OUT	CurrentStates

## FIG. 10

Arguments for RCS::StateSet

Argument	Direction	relatedStateVariable
RenderingControlState	IN	MulticastAddress

## FIG. 11

Additional State variable for AVT::StateGet, AVT::StateSet,  
RCS::StateGet, RCS::StateSet

Variable Name	Req. or Opt. 1	Data Type	Allowed Value	Default Value	Eng. Units
A ARG TYPE ObjectID	O	string			
CurrentStates	O	string			